

SEGA SATURN™

MISSION STICK™

ANALOG CONTROL STICK



THE ULTIMATE CONTROL FOR FLYING,
FIGHTING AND SHOOTING GAMES!

- With analog technology, X, Y, and Z axis, 6 action buttons, 8 rapid fire switches plus left and right shift buttons, it works wonders with compatible Sega Saturn games!
- Quickly transforms to left or right handed grip!
- Compatible with Sega Saturn flying and driving games. See individual game boxes for details.

SEGA™

80104



Games with this symbol are
optimized with Mission Stick.

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SEGA®



WING ARMS™

SEGA SATURN™



81024

KIDS TO ADULTS



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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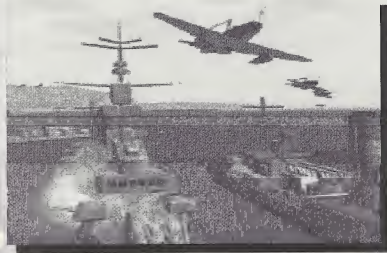
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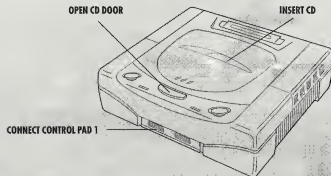
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STARTING UP: USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.
- Note:** *Wing Arms* is for one player only.
2. Place the *Wing Arms* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



AN AGE OF DARKNESS



The Second World War was a horrific time, when the entire population of the world became either a participant of the struggle or a victim of it. Millions of lives were lost in the bloody combat.

During the war, there were certain groups that fed on the profits of wartime economy: groups composed of high-ranking military personnel and greedy weapons dealers, who sold the most advanced weaponry to the highest bidder. Shortly after the war these groups banded together to form an organization called Avalon.



Avalon's goal is to rekindle wartime animosity and get the allies to start fighting amongst themselves in order to start another world war! They are using planes and ships they've manufactured to strike at Allied forces, and with most of the armed forces of the world damaged or destroyed, Avalon has so far met little resistance.

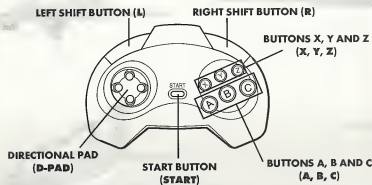
The aircraft carrier Endeavor has been loaded with the finest flying machines available, and you have been recommended as the squadron's leader! You will lead a skeleton crew into battle to crush the Avalon forces.



Stop Avalon, Ace, or there will be no one left to make peace.

TAKE CONTROL!

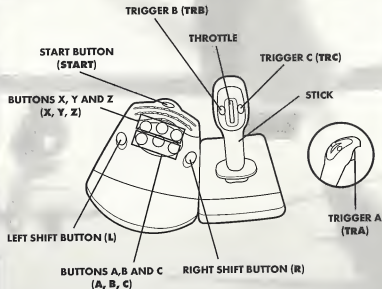
SEGA SATURN CONTROL PAD



CONTROL	PRE-FLIGHT	IN-FLIGHT
D-Pad	Moves Cursor Highlights options Changes settings	Steers Aircraft
L	None	Roll left
R	None	Roll right
X	None	Changes flight perspective
Y	None	Fires Missiles
Z	None	View Map
A	Selects options	Reduces Airspeed
B	Cancel selections	Fires Machine Gun
C	Selects options	Increases Airspeed
Start	Starts game	Pauses Game/Resumes Paused Game

Note: All settings shown in this manual are for the Novice flying mode. Set controls in the Options screen (see page 7).

SEGA SATURN MISSION STICK



CONTROL	PRE-FLIGHT	IN-FLIGHT
Stick	Moves Cursor Highlights options Changes settings	Steers Aircraft
Throttle	None	None
Start	Starts game	Pauses Game/Resumes Paused Game
A (TrA)	Selects options	Shoots Machine Gun
B (TrB)	Cancel selections	Fires Missiles
C (TrC)	Selects options	Changes flight perspective
X	None	Rolls left
Y	None	Decreases airspeed
Z	None	Increases airspeed
L	None	View map
R	None	Rolls right

Note: These are the default settings for the Mission Stick. Change controls in the Options screen (see page 7).

GET INTO YOUR FLIGHT GEAR!



The *Wing Arms* title screen appears after a short introduction. Press **Start** to see the game options.

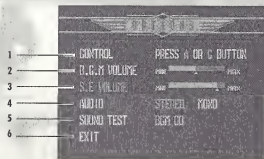
Your options are: begin the battle (by selecting **GAME START**), change game settings (by selecting **OPTION**—see page 7) or look at plane and ship statistics (by selecting **VIEW DATA**—see page 10). To select an option, move the cursor to an option by pressing the **D-Pad** and press **A**, **C** or **Start**.



After you select **GAME START**, the Plane Select screen appears. Cycle through the planes by pressing the **D-Pad** left or right, or by pressing **L** or **R**. When the aircraft you want to use is displayed in front, select it by pressing **A** or **C**. After a briefing from your commander, the mission begins.

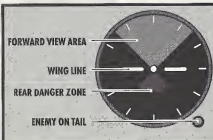
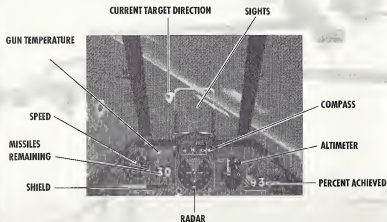
OPTIONS

Press the **D-Pad** up or down to highlight an option, and left or right to change the setting. Press **A** or **C** when **CONTROL** is highlighted to enter the Controller settings screen (the default settings are described on page 3).



- 1 Change the Control Pad or Mission Stick control settings in **CONTROL**. In the Control settings screen, press the **D-Pad** left or right to cycle through the Novice and Expert Control types. Press the **D-Pad** up or down to change the pitch controls. Press **B** to return to the Options screen or **Start** to return to the Title screen.
- 2 Set the background music level in **B.G.M VOLUME**. **MIN** turns sound off, **MAX** is the loudest.
- 3 Set the volume of the sound effects in **S.E VOLUME**. **MIN** turns sound off, **MAX** is the loudest. You can also make the sound effects easier to hear by turning down the BGM volume.
- 4 Set the audio output in **AUDIO**. Choose from **STEREO** or **MONO**.
- 5 Listen to the the music and sound effects used in *Wing Arms* through the **SOUND TEST** option. Press **A** or **C** to play.
- 6 **EXIT** the screen when you're done setting options.

IN THE COCKPIT



The RADAR is displayed in the center of the cockpit. Your RADAR is the most important instrument in the cockpit. It shows all targets in your vicinity (in all directions), and warns you when aircraft are on your tail.

MISSION INSTRUMENTS

Here's what to look at and look for. Watch your **GUN TEMPERATURE** when firing continuously. If your guns overheat, they stop firing for a short period of time. The **SPEED**, **COMPASS** and **ALTITUDE** are used primarily for reference. Keep the number of **MISSILES REMAINING** in mind when you're up against a number of targets—save them for the big guns. Your **SHIELD** tells you how much of the aircraft's fuselage has been turned into swiss cheese. Finally, the **PERCENT ACHIEVED** tells you how much of the mission you've completed so far.

RANKS AND PRIVILEGES

Depending on your Mission Clear time and how well you scored, you gain ranks. Clear an area of enemy forces in a certain amount of time and your rank increases. How far you rise through the ranks depends on your ace piloting skills! Here's a look at the wings for some of the ranks.



2nd Lieutenant



Captain



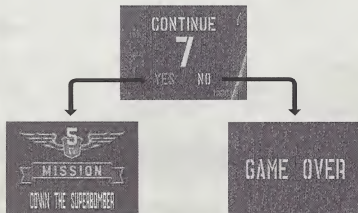
1st Lieutenant



Major

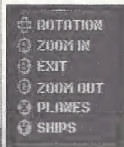
SHOT DOWN!

As your aircraft takes damage, your Shield Gauge decreases, and changes color. Yellow is not so good, Orange is not good at all and Red means you're in big trouble. And when your Shield runs out... well, it doesn't mean the war is over, Ace. You were recommended to us as a top pilot, and we know you can prove it. Select YES from the Continue screen to start the last Mission you were flying. You start the Mission from the beginning.



VIEW DATA

You need to know the enemy's strengths and weaknesses before you go on the offensive. Select View Data from the options displayed on the Title screen to open the Endeavor's data base on known Allied and Avalon fighting machines.



Directions for controls use are shown on the right side of the View Data screen. To cycle through the planes or ships in the data bank, press **L** or **R**.

WINGSPAN	MAX SPEED
12,000	870 kts
LENGTH	ENGINE
10,600	JUNTERS JUNO 0000-3
WEIGHT	POWER
5,400	800
HEIGHT	ARMAMENT
3,800	30 x 4

When looking at aircraft information, pay close attention to the maximum airspeed and power. These affect your top cruising altitude and your ability to evade enemy aircraft.

LENGTH	MAX SPEED
219.6	30.3 kts
BURN	POWER
31.0	136,000
DRAFT	ARMAMENT
5.72	360 x 4
DISPLACEMENT	
31,700	150 x 178
	127 x 126

The armament specs on naval craft tell you what kind defensive weaponry you'll be up against. Naturally, the length is another good indicator of how powerful the craft is.

ADVANCED FLYING

Anyone can turn left or right. But can you pilot a plane using real controls? Here's how to take your flying skills to the next level

In the Options screen, select **CONTROL** to view the controller settings screen. Press the **D-Pad** left or right to cycle through the control types, and select one of the three **EXPERT** control types.

In the **EXPERT** flying mode, you have separate control of your craft's pitch, yaw and roll. Sharp banking turns, skimming, loops and 360 degree turns become easier, faster and more precise.



SAMPLE FLYING TECHNIQUES



Make yourself a harder target to hit by performing a series of barrel rolls (360 degree spin). Press and hold the roll button.

Perform a sharp banking turn to one side or another by rolling to one side while changing the pitch in the direction of the turn. At about a 90 degree angle, stop the roll while continuing to hold the pitch button.

HOT SHOTS TELL ALL

- When targeting land bases or ships, remember this simple rule: the bigger the gun, the bigger the threat. Take out the enemy's main guns first and save your fuselage a lot of wear and tear.
- When you're up against aircraft, pay attention to your airspeed. Most of the pilots you're facing tend to fly at the same speed all the time. Use high speed to come in close behind them, then slow down when you're right on their tail. The closer you are, the bigger your target area.
- You don't get points for saving missiles, you get points for using them (effectively, of course). So don't save them for a rainy day, rain them on the enemy.
- Get used to the **EXPERT** controls as soon as possible. Your aircraft's response improves dramatically. If you want to make it to the top of the ranks, **EXPERT** is the only way to fly!

CREDITS

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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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